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2 3. The location-based game system, as recited in Claim 1, further including a central  
3 computer connected to said wide area network.  
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5 4. (Currently Amended) The location-based game system, as recited in Claim ~~1~~3, wherein  
6 said location -based software game is located into the memory of said central computer  
7 connected to said wide area network.  
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9 5. The location-based game system as recited in Claim 4, wherein said location-based  
10 software game is a laser tag game that monitors and records the number of hits of a laser  
11 beam generated by a laser beam transmitter on a laser beam receiver.  
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13 6. The location-based game system, as recited in Claim 5, wherein said central computer  
14 includes a database file for said player to record the location of said player.  
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16 7. (Currently Amended) The location-based game system, as recited in Claim 5, further  
17 including a laser beam sensor coupled to said wireless ~~device~~ cellular telephone, said laser  
18 beam sensor used to detect a laser beam from a laser transmitter.  
19

20 8. (Canceled)  
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22 9. (Currently Amended) The location-based game system, as recited in Claim ~~1~~3,  
23 further including a client-side software program loaded into said wireless device and a server

1 side software program loaded into said central computer to enable said wireless ~~device~~  
2 cellular telephone to communicate with said central computer over said wide area network.

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4 10. The location-based game system, as recited in Claim 5, wherein the object of said  
5 location based software game is to find a selected target by said players.

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7 11. The location-based game system, as recited in Claim 10, wherein said target is  
8 selected by said central computer.

9  
10 12. The location-based game system, as recited in Claim 10, further including means to  
11 transmit clues to said player to find said target.